

MINERVA INDUSTRIES, INC.

255 S. Grand Ave., Suite 2004
Los Angeles, California 90012
Tel: (213) 626-3370 Fax: (213) 626-3421
www.gigatec.com / gigatec@sbcglobal.net

RECEIVED
CENTRAL FAX CENTER
JUL 20 2007

July 20, 2007

Via Fax: 571 273 8300

Mr. Tuan Tran
Examiner /Group Art Unit 2618

Dear Mr. Tran

Re: Application S/N: 10/773,606 KI IL KIM

We sincerely thank you for your generous support and for the grant of the new patent #7,254,416 (Serial # 10/719,363) on July 18, 2007.

For your information, I have enclosed an article of the IP LAW news, as you may have seen that we have filed suit against the patent infringers on June 6, 2007.

The case No 2:07-cv-00230 and 2:07-cv-00229, in the U.S District Court for the eastern District of Texas.

As you know 100% of the cellphones are imported from other countries, therefore I am very proud to take such legal action on behalf of all Americans and U.S Government with your support.

We are very eager for you to examine above application as soon as possible for this litigation which is very urgent and very "time sensitive" it has been granted for expedite by PTO before.

Sincerely yours,



(John) Ki IL, Kim

Applicant

Enclosure: IP LAW news 2 page.



Portfolio Media, Inc. | 648 Broadway, Suite 200 | New York, NY 10012 | www.law360.com
Phone: +1 212 537 6331 | Fax: +1 212 537 6371 | customerservice@portfoliomedia.com

Suit Targets Biggest Players In Cell Phone Industry

By Elaine Chow, elaine.chow@portfoliomedia.com

Thursday, June 07, 2007 -- In a suit that could affect every cell phone released over the last few years, a patent-holding company accused all the big players in the cellular industry on Wednesday of infringing on its patent for a "mobile entertainment and communication device."

Minerva Industries Inc. filed two separate suits, both in the U.S. District Court for the Eastern District of Texas against a plethora of defendants, including phone manufacturers such as the Samsung Group, Nokia Inc., Sony Ericsson Communications Inc. and Research In Motion Corp., and cellular networks like T-Mobile USA and Helio Inc.

Both suits allege that the companies all directly infringe and indirectly infringe on a patent for "a mobile entertainment and communication device in a palm-held size housing" by making, using, offering to sell or selling such devices.

Specifically, the patent covers "a cellular or satellite telephone capable of wireless communication with the Internet and one or more replaceable memory card sockets for receiving a blank memory card for recording data directly from the Internet, and in particular, musical performances that then can be selectively reproduced by the device for the enjoyment of the user."

The patent also describes other functions the device could have, including games, radio, GPS with images, an emergency call function, low ambient light, voice control, a USB cable, audio recorder and an audible alarm, among other operations.

The description means that almost all new phones with any type of multimedia capabilities infringe on Minerva's patents.

Minerva has asked the court to find that the various defendants have infringed on its multimedia device patent, to enter a permanent injunction enjoining the defendants from infringing, and to force the defendants to pay Minerva damages, costs, expenses and prejudgment and postjudgment interest for the infringement.

Minerva has spent over nine years and almost \$1 million enforcing its multimedia cell phone patent, according to the company's Web site.

CEO John Ki Kim said in a message in 2006, "Although it was merely a dream in the past, 3G phones are now a reality with almost all phone carriers



upgrading their systems to 3G phones."

"In fact, some of the core features of the patent has been used since late 2000. These recent 3G advances in the industry however opens more doors to take advantage of all our core features," he added.

"In 2005, approximately 780 million cell phones were marketed worldwide and 18% (approximately 140 million) were sold in the U.S. Surprisingly, an additional 50 million visitors from the remaining 82% of the foreign market utilizes core features in the U.S. without ever paying license fees. In consideration of this fact, it is our goal to pursue legal action to maximize compensation beyond the typical 5.5 to 6% fees in royalties."

The patent at issue is U.S. Patent Number 6,681,120

The cases are Minerva Industries, Inc. v. Research In Motion Corporation et al., case no. 2:07-cv-00230, and Minerva Industries Inc. v. Motorola Inc. et al., case no. 2:07-cv-00229, in the U.S. District Court for the Eastern District of Texas.